

VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI[®] 2600™

ANOTHER ARCADE KNOCKOUT FROM ATARI!

Kangaroo[™]



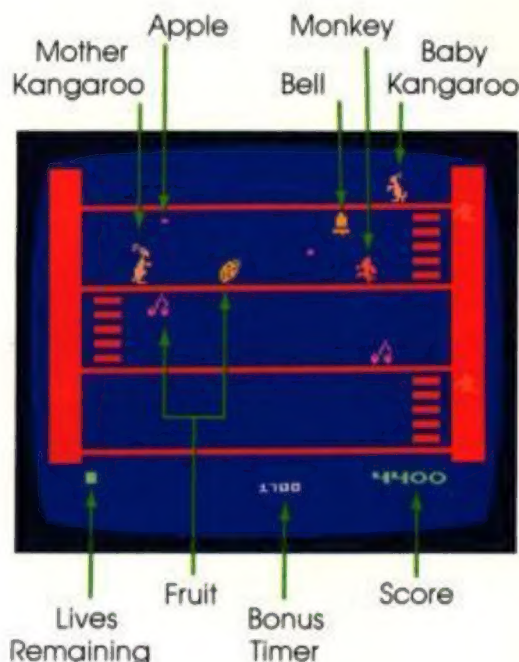
* KANGAROO is produced under license from Sun Electronics Corporation

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

GAME OBJECTIVE

The object of the game is to score as many points as you can while helping Mother Kangaroo rescue her precious baby. Use your Joystick Controller to guide Mother Kangaroo. You start the game with three lives.

During this rescue mission, Mother Kangaroo encounters many obstacles. Push your Joystick up to help her climb ladders, hop over logs, and jump over apples; pull the Joystick down to help her duck under apples. Help her pick bonus fruit, and ring the bell at the top of the screen by making her hop up to touch the fruit and bell. Push the Joystick diagonally right and left to help Mother Kangaroo take Super Leaps across broken logs. Press the red fire button to make Mother Kangaroo throw punches at monkeys and apples.



GAME PLAY

KANGAROO has two skill levels: novice and advanced for one or two players (see **GAME VARIATIONS**). Game play will progress by level with both skill levels.

Each level has three screens. A screen is completed when Mother Kangaroo reaches her baby. When all three screens are completed, the screen flashes, and you begin a more difficult round of the same three screens.

Screen 1 – This is the easiest screen. To capture her baby, Mother Kangaroo must hop along tree branches and climb up ladders while avoiding monkeys and apples.

Screen 2 – This is the most difficult screen because Mother Kangaroo must take Super Leaps across several broken logs to reach her baby.

Screen 3 – The third screen is similar to both screen one and screen two. Mother Kangaroo encounters more logs and branches and ladders for an increased challenge during her rescue mission.

To score points, Mother Kangaroo picks fruit, punches monkeys and apples, and rescues Baby Kangaroo.

Mother Kangaroo earns extra points for picking even more fruit. She can ring the bell (up to three times in one screen) to replenish the fruit. Then she can climb up and down the screen to pick all the fruit.



CONSOLE CONTROLS

GAME SELECT/GAME RESET SWITCHES
Press **GAME SELECT** to choose the game variation you want to play. Press **GAME RESET** to start a game. You can also press the red fire button to start or restart a new game upon completion of the previous game.

In the novice version, four monkeys chase and throw apples at Mother Kangaroo. The advanced version starts at the second level with monkeys throwing more apples at a faster speed.

DIFFICULTY SWITCHES - The **RIGHT** and **LEFT DIFFICULTY** switches are not used in this game.

TV TYPE SWITCH - Set this switch to **COLOR** if you're playing on a color television. Set it to **B-W** to play the game on a black and white television.

USING THE CONTROLLERS

Use one or two Joystick Controllers with this ATARI Game Program cartridge. For one-player games, plug the controller into the **LEFT CONTROLLER** jack. For two-player games, plug the second controller into the **RIGHT CONTROLLER** jack. In two-player games, the player using the **LEFT CONTROLLER** starts the game. Hold the controller with the fire button to your upper left, toward the television screen. (See your owner's manual for further details.)

Hop - Move the Joystick right or left to make Mother Kangaroo hop right or left.

Jump - Push the Joystick up away from you to make Mother Kangaroo jump.

Duck - Pull the Joystick down toward you to make Mother Kangaroo duck.

Super Leap - Push the Joystick up diagonally to the right to Super Leap right; push it up diagonally to the left to Super Leap left. Continue to hold the Joystick in the diagonal position for a higher leap.

Punch - Press the red fire button and Mother Kangaroo throws a punch.



GAME VARIATIONS

Press **GAME SELECT** to choose a game variation.

One Baby Kangaroo
One-Player Novice

One Baby Kangaroo
and One Monkey
One-Player Advanced

Two Baby Kangaroos
Two-Player Novice

Two Baby Kangaroos
and Two Monkeys
Two-Player Advanced



SCORING

During your turn, your score is displayed at the lower right side of the screen. The number of lives remaining is indicated with boxes at the lower left side of the screen.

Monkeys - Punch a monkey and score 200 points. However if a monkey touches Mother Kangaroo, you lose a life.

Apples - Apples are dropped and thrown at Mother Kangaroo. Punch a falling apple and score 200 points; punch a thrown apple and score 100 points. If an apple touches Mother Kangaroo, you lose a life.



HELPFUL HINTS

- When a monkey moves toward you, ready to throw an apple, watch the direction of its throwing arm. If it winds back underhand, the apple will be thrown low, so jump over it. If it winds up overhand, the apple will be thrown high, so duck under it. As you progress to higher levels, apples will be thrown mid-level, so either punch them or jump over them.



- Time your ladder climbing carefully so you can be out of the firing range of falling apples.

- Monkeys are usually most dangerous when you move away from them, so try to move toward them so you can punch them before they can throw apples.

- Time your jumps carefully. Mother Kangaroo can leap from the edge of a branch or log, but she must land flat on her feet. When preparing for a Super Leap, make Mother Kangaroo walk to the end of the log with her toes hanging over the edge. Then pull the Joystick back and immediately push it up in the direction of her leap.

- For a high score, climb up and down each screen until every type of fruit is picked.

Fruit - The game begins with three strawberries, each worth 100 points. Mother Kangaroo can score bonus points by jumping up and picking the fruit. When she jumps up and rings the bell, the fruit she has picked is replaced with more valuable fruit.

Strawberries	100 Points
Tomatoes	200 Points
Cherries	400 Points
Pineapples	800 Points

One bonus life is earned every 20,000 points.

Bonus Timer - The number at the lower center of the screen is the Bonus Timer. It starts at 2000 points at the beginning of each turn. The longer it takes Mother Kangaroo to rescue her baby, the more bonus points you lose. After Baby Kangaroo is rescued, the remaining bonus points are added to your score. If the Bonus Timer runs down to zero, you lose a life.



Call toll-free:
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Atari welcomes your comments. Please address all correspondence to:

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